PlayStation®2

PAL

Evil Twin

Cyprien's Chronicles

Ubi Soft ENTERTAINMENT

In Utero

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-50201

1 Player • Memory Card (8MB) (for PlayStation®2) : 115KB minimum • Analog Control Compatible: Analog sticks only • Vibration Function Compatible

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Published by Ubi Soft Entertainment. Developed by In Utero.

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THE STORY OF THE SEA OF UNDABED

Amongst the earliest memories of Undabed, the story is told that, one day, a huge and terrifying black wave broke on the world and swept through it with such force that nothing and nobody remained standing in its way. This wave bore so much water that it covered the land of Undabed once and for all. And from this gigantic tidal wave an immense tower was seen to spring up, going higher and higher as if it would never stop rising. It did stop rising, however, but the top of the tower was so high that no one could see it. The survivors of the catastrophe would stop to observe it, but from the first time they set eyes on it they knew that it would be nothing but a source of misfortune and suffering. Thus was born Loren Darith, the centre of Undabed, ground zero, a gigantic, crooked axis, the top and bottom of which plunged so deeply into darkness that one could easily believe it was a tower of infinite height. From the top of this ghastly edifice, its creator, the Master, kept the people of Undabed in a state of constant fear, ordering his wicked creatures, the Sea-sewers, to wipe out all trace of the old world, and thus all hope of ever seeing it again.

The Master remains a great mystery and the people speak of him as if he were an eye that was constantly observing them.

And somewhere, on one of the tower's countless floors, the Master is holding Lenny prisoner and waiting patiently for Cyprien to show himself ...

STARTING THE GAME

Setting Up

Before inserting the EVIL TWIN game, switch on the console using the main power button at the back and open the disc tray by pressing on the ⏏ button.
Insert the EVIL TWIN disc correctly into your PlayStation®2 console and close the Disc tray, by pressing the ⏏ button again.
When the title screen appears, press the **'Start' button** to go to the main menu
It is advised that you do not insert or remove accessories once the power is on.
Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Previously saved data is auto-loaded from the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 on start-up. Evil Twin does not support the Analog Controller (DUALSHOCK) or the Digital Controller.

Navigating in the Menus:

To navigate in the EVIL TWIN menus, use the right analog stick.
Your choice appears in white or surrounded by a little magical effect.

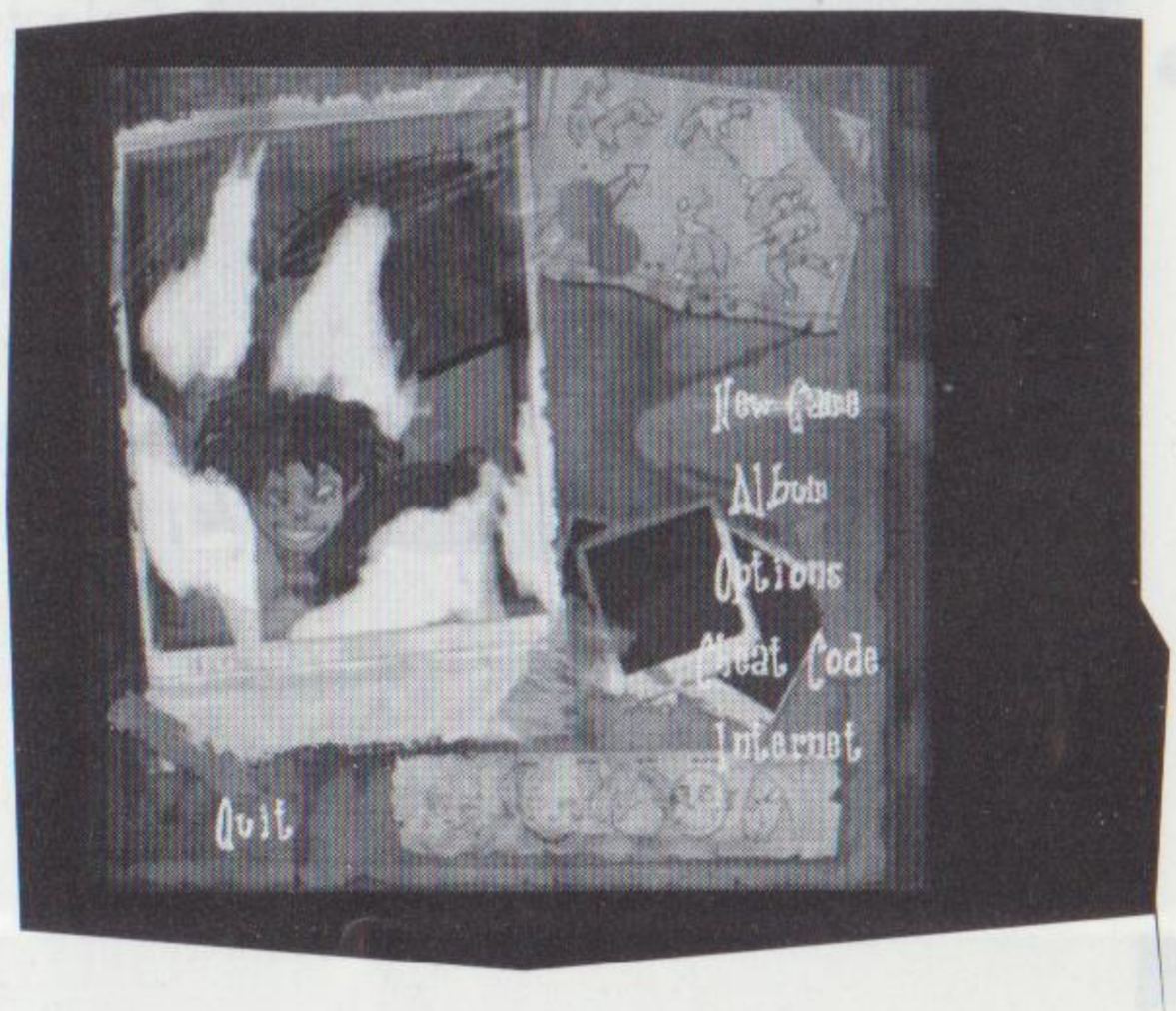
To validate your selection, press the ⊗ **button**.
To go back, press the ◎ **button**.

The left analog stick can be used in all the menus to move the cursor and select the different options.

The Main Menu:

New Game:
Select 'New Game' to begin a new game.

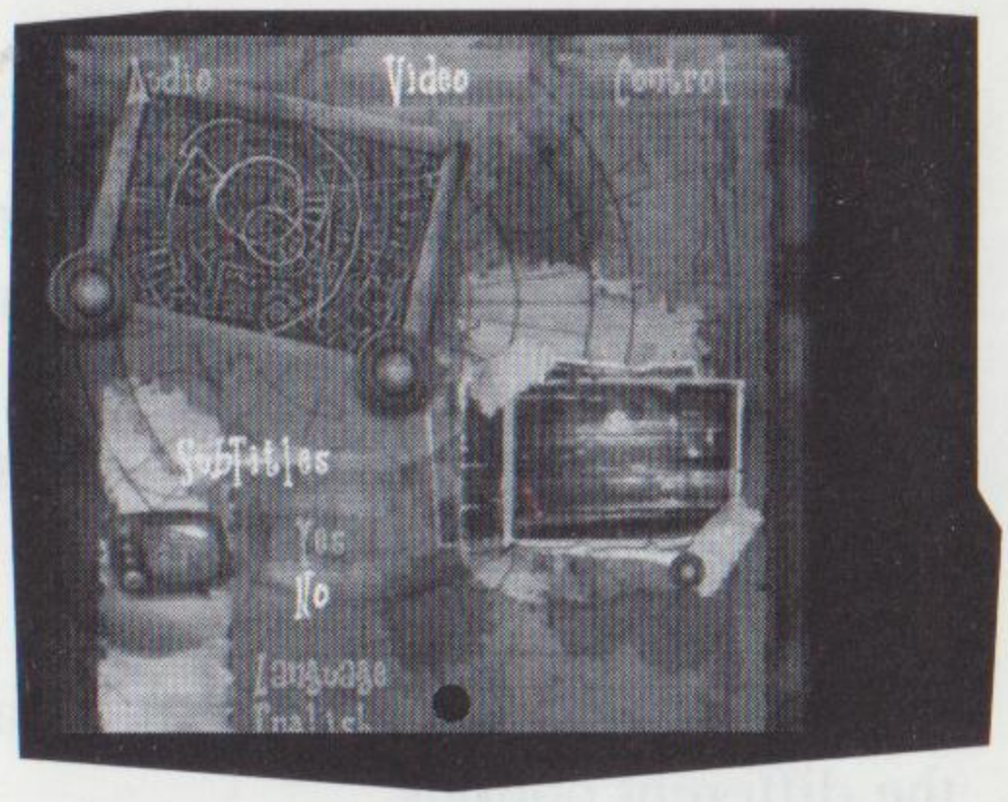
Continue Game:
This option is available if you have left a game in progress and there is still space available on the Memory Card (8MB) (for Playstation®2):
in this case, you take up the game again at the point where you left off.



Album:
Once you have met Wilbur in the Undabed world, you can save the current adventure, choosing from 4 available saves.
See the chapter on **'Saving / Loading'**.

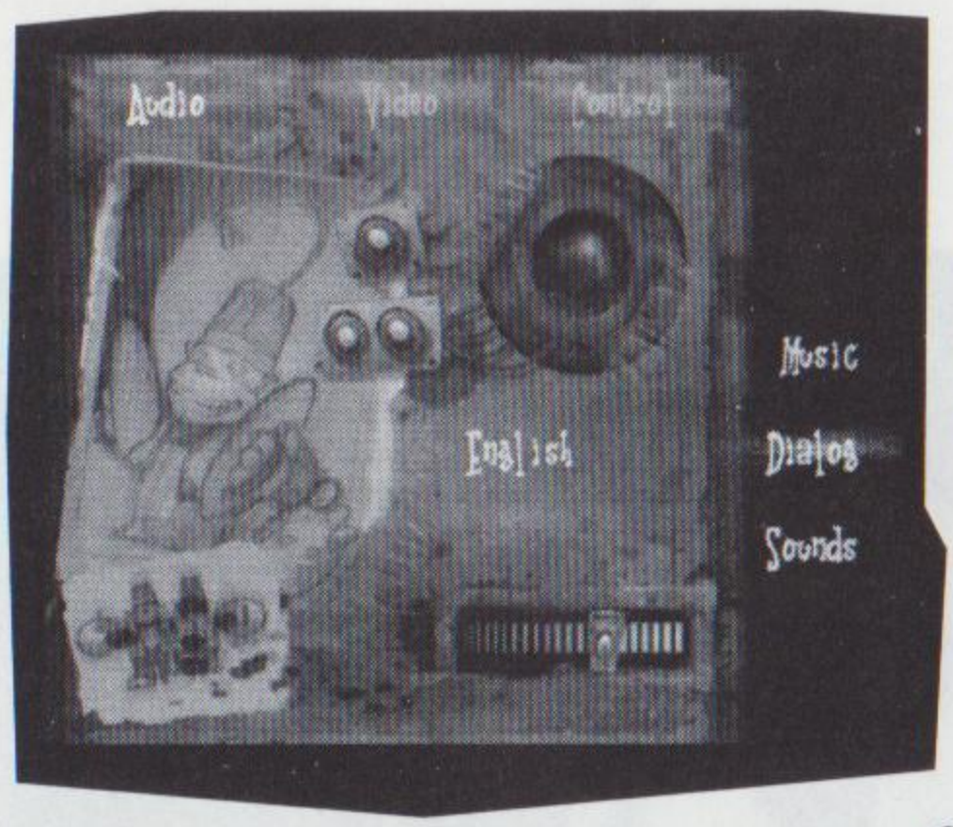
The Option / Configuration Menu:

In this menu, you can adjust settings to ensure that your game runs under the best possible conditions. Select an option with the ⊗ button and use the left analogue stick to change it:



Video Settings:

Language: To choose which laguage subtitles are displayed in.
Subtitles: To choose whether or not subtitles are displayed.



Audio Settings:

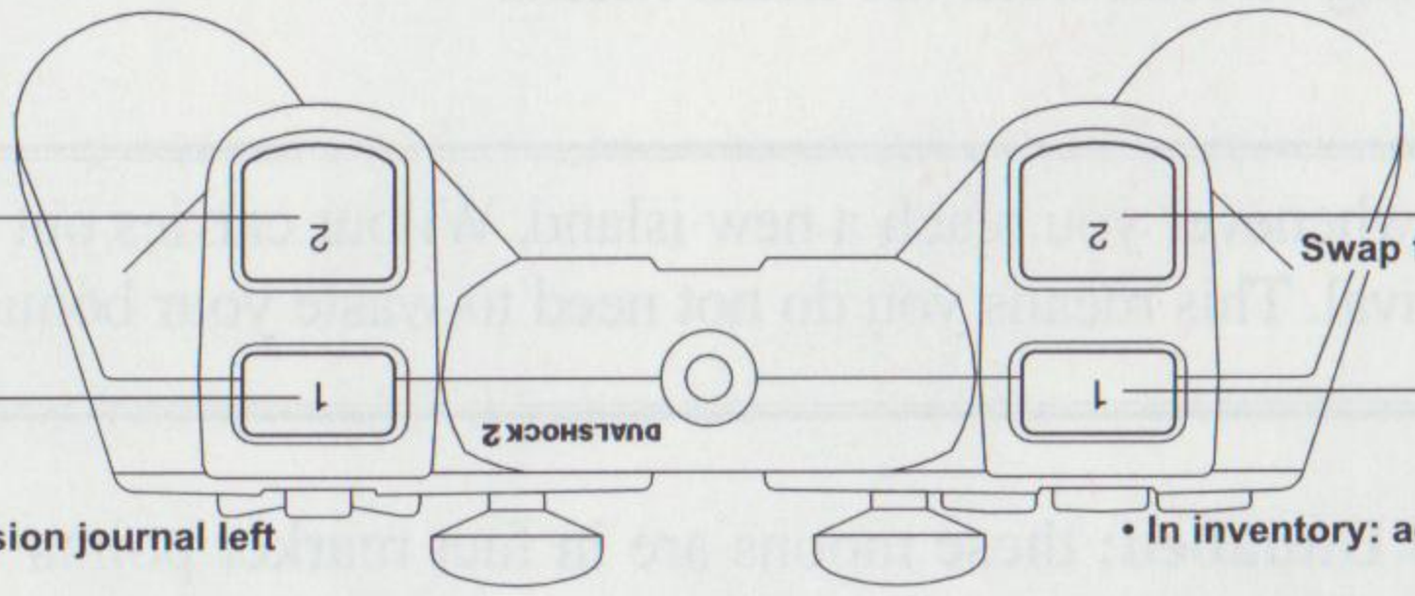
Select '**Channel**' to choose between Mono and Stereo, depending on your TV set.
Select '**Music**' to turn the music volume up or down, using the left analog stick.
Select '**Dialog**' to choose the language spoken in the Dialog and adjust the volume.
Select '**Sounds**' to turn the volume of sound effects up or down, using the left analog stick.

You cannot access the '**Options**' menu directly in the course of the game: you have to go back to the Main Menu.

Adjusting the Controls:

Here you can select the type of control you wish to use to control Cyprien.There are 8 available options.

Default controls:

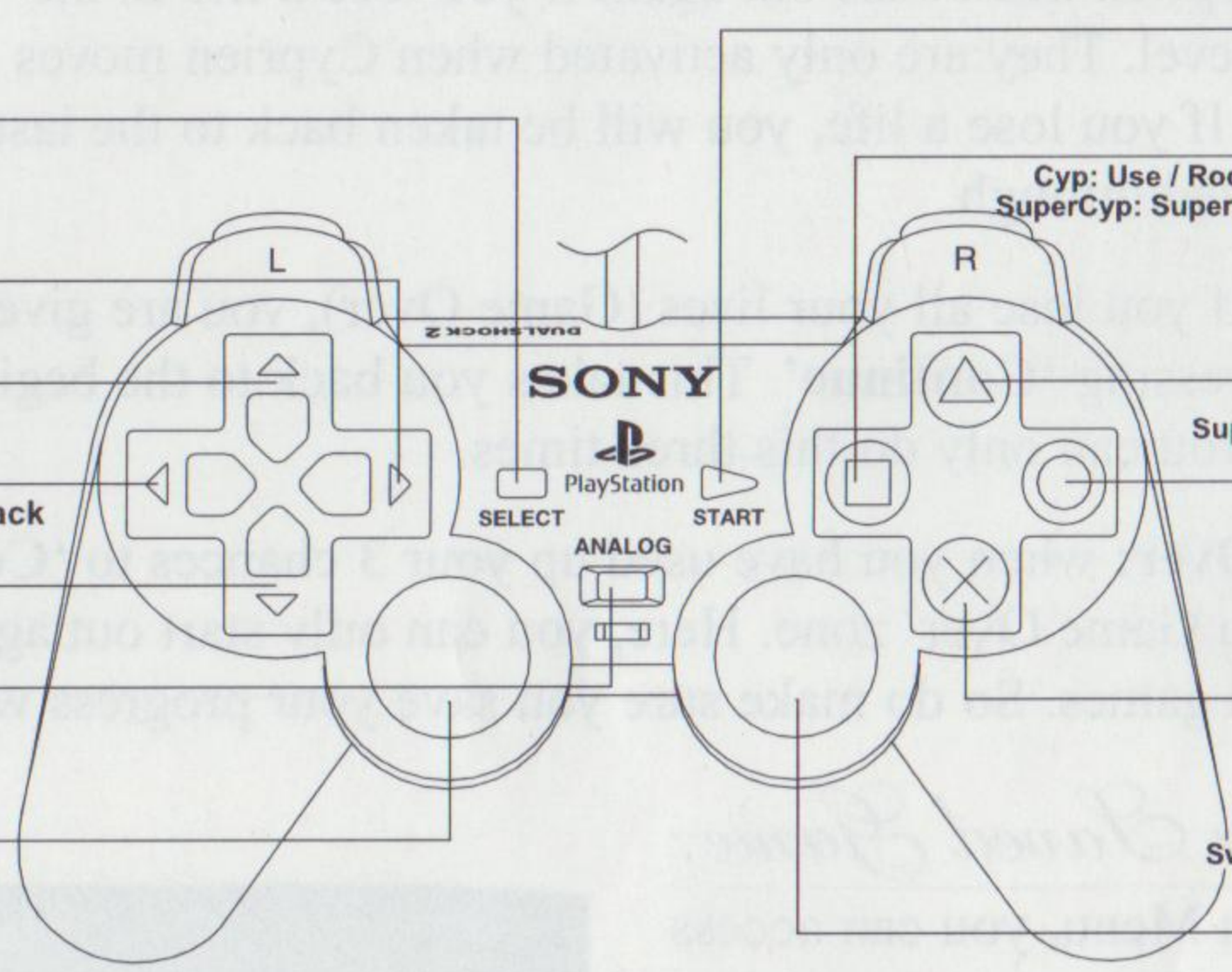


L2 button
Center camera

L1 button
• Rotate camera left
(L1+R1: center camera)
• In inventory: acces mission journal left

R2 button
Swap from Cyprien to SuperCyp

R1 button
• Rotate camera right
(L1+R1: center camera)
• In inventory: acces mission journal right



START button
• Pause on/off

SELECT button
• Call the inventory
• Exit front ends

□ button
Cyp: Use / Rodeo Attack / Put object in hand
SuperCyp: Super Charge Attack / Rodeo Attack

right directional button
Get next buddies attack

up directional button
Camera up

left directional button
Get previous buddies attack

down directional button
Camera down

△ button
Cyp: First person view
SuperCyp: Lightning Bolt Attack

○ button
Cyp: shoot
SuperCyp: fire ball
In front ends: cancel

ANALOG mode button
Not used

× button
Cyp: Jump
SuperCyp: Jump / Flap Flap
In front ends: confirm

× + □
Swap from Cyprien to SuperCyp

left thumbstick
• Move character in all directions
• Move in front ends

right thumbstick
(In 1st view)
• Activate snipe mode (subjective view)
• rotate camera (objective view)

SAVING / LOADING

Wilbur & Saving Data:

Please Note:
Evil Twin only supports Memory Card slot 1.

To save Evil Twin data, you must have a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

To save a game, Cyprien must first find a bonus **'camera'**. Wilbur waits for him in a given place on each of the eight islands. Cyprien can only give Wilbur his bonus **'camera'** at this place; in exchange, he is entitled to save his progress in the adventure. These saved games are recorded directly in Wilbur's album. From the album, you can load a saved game by pressing the **'Start' button** during the game or choosing Album from the Main Menu.

Please Note: whenever you reach a new island, Wilbur carries out a free Autosave of your arrival. This means you do not need to waste your bonus **'cameras'**.

The Moons of Undabed: these moons are in fact marker points from which Cyprien must start out again if you lose a life in the course of the level. They are only activated when Cyprien moves through them. If you lose a life, you will be taken back to the last moon you passed through.

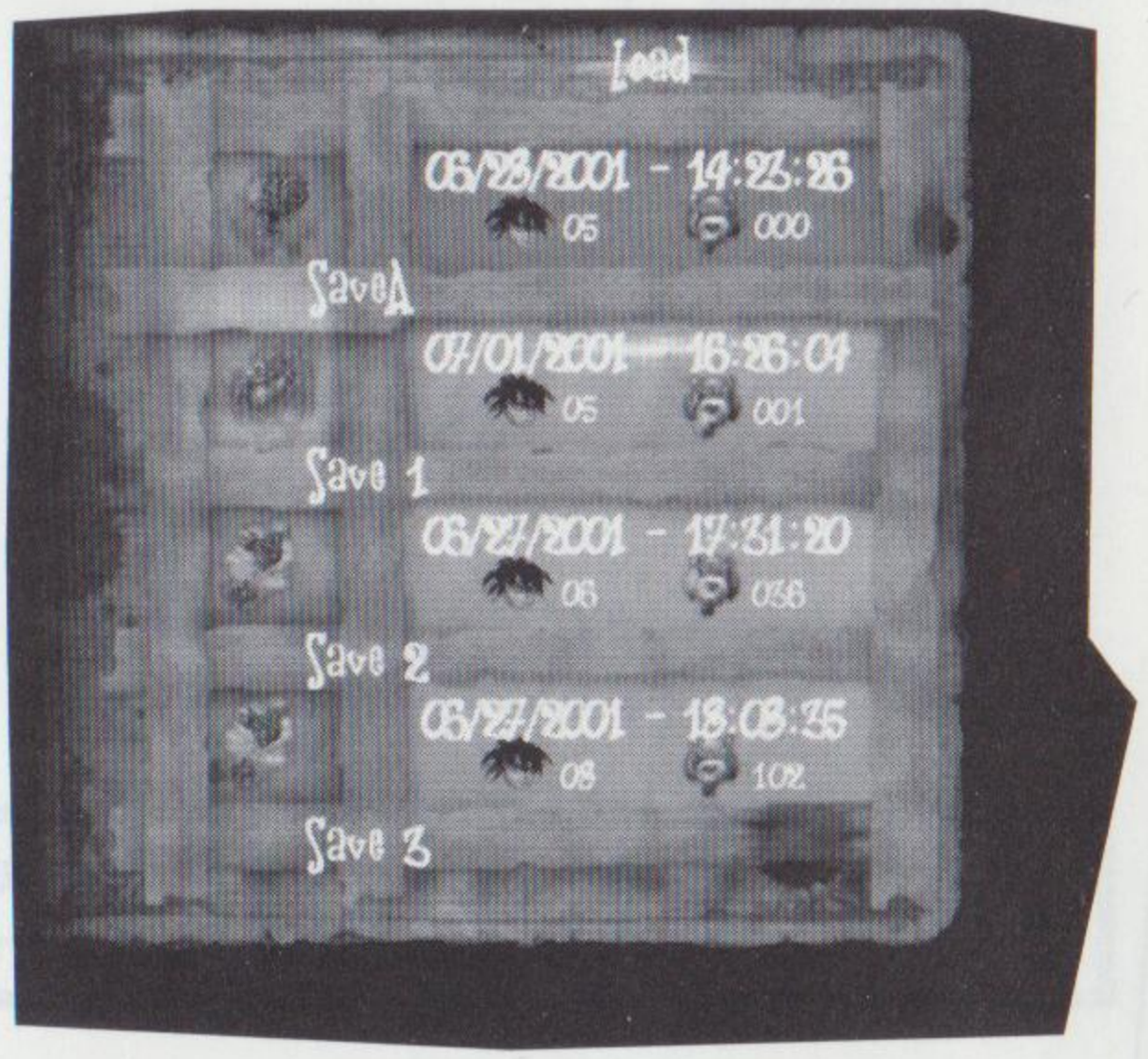
Game Over: if you lose all your lives (Game Over), you are given the option of going on by pressing **'Continue'**. This takes you back to the beginning of the current level. You can only do this three times.

Infra Game Over: when you have used up your 3 chances to **'Continue'**, you enter the 'Infra Game Over' zone. Here, you can only start out again from one of Wilbur's saved games. So do make sure you save your progress with Wilbur.

Loading a Saved Game:

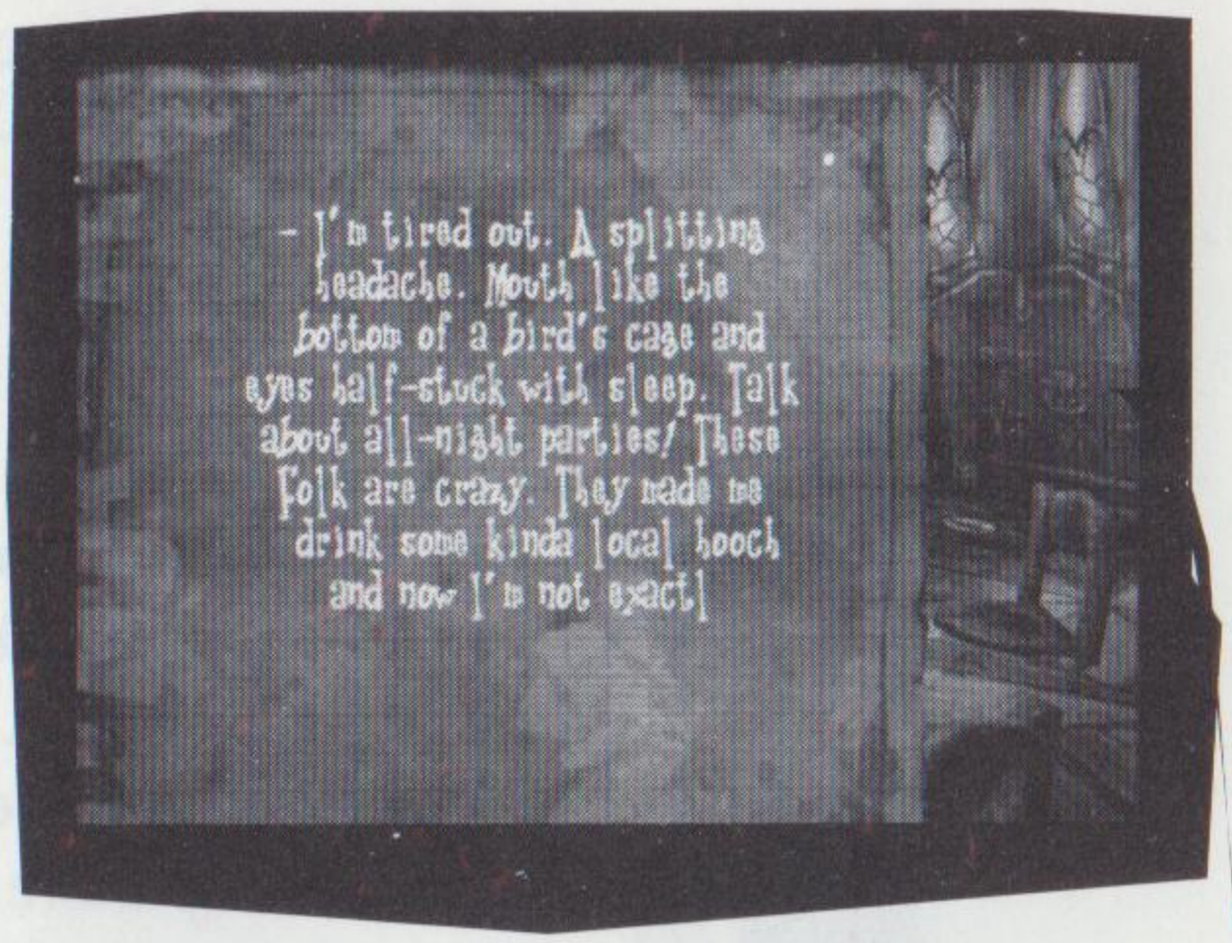
From the Main Menu, you can access 'Wilbur's Album' and choose which saved game to resume – if you have already saved at least one in the course of the game.

When a game is in progress, you can also select **'Wilbur's Album'** by pressing the 'Start' button and re-loading one of the 4 available saved games – but, as before, you may only do this if you have already saved at least one in the course of the game.



Please Note: you need 115Ko of available space on your Memory Card (8MB) (For PlayStation®2) to save the adventure!

Cyprien's Notebook:


- I'm tired out. A splitting
headache. Mouth like the
bottom of a bird's cage and
eyes half-stuck with sleep. Talk
about all-night parties! These
folk are crazy. They made me
drink some kinda local hooch
and now I'm not exactly

A reminder of the main objectives on each island, and of the controls, is available at any time in **'Cyprien's Notebook'**. The objectives are displayed here and turn grey as you proceed in the game.
To access **'Cyprien's Notebook'**, press the **'Start'** button, then scroll through the menus until you get to **'Cyprien's Notebook'**, using the **'L1'** button.

The Question Marks:

Doubts can crop up so quickly. The Question Marks are there to help you. They're your friends. The messages they hold are meant to make your quest, and your life, easier. So don't hesitate to consult them if you're overcome by doubt! The first Question Marks, on the Demi Island, are activated automatically. The others are activated by pressing the ▣ button. To exit the question mark press the ▣ button again.

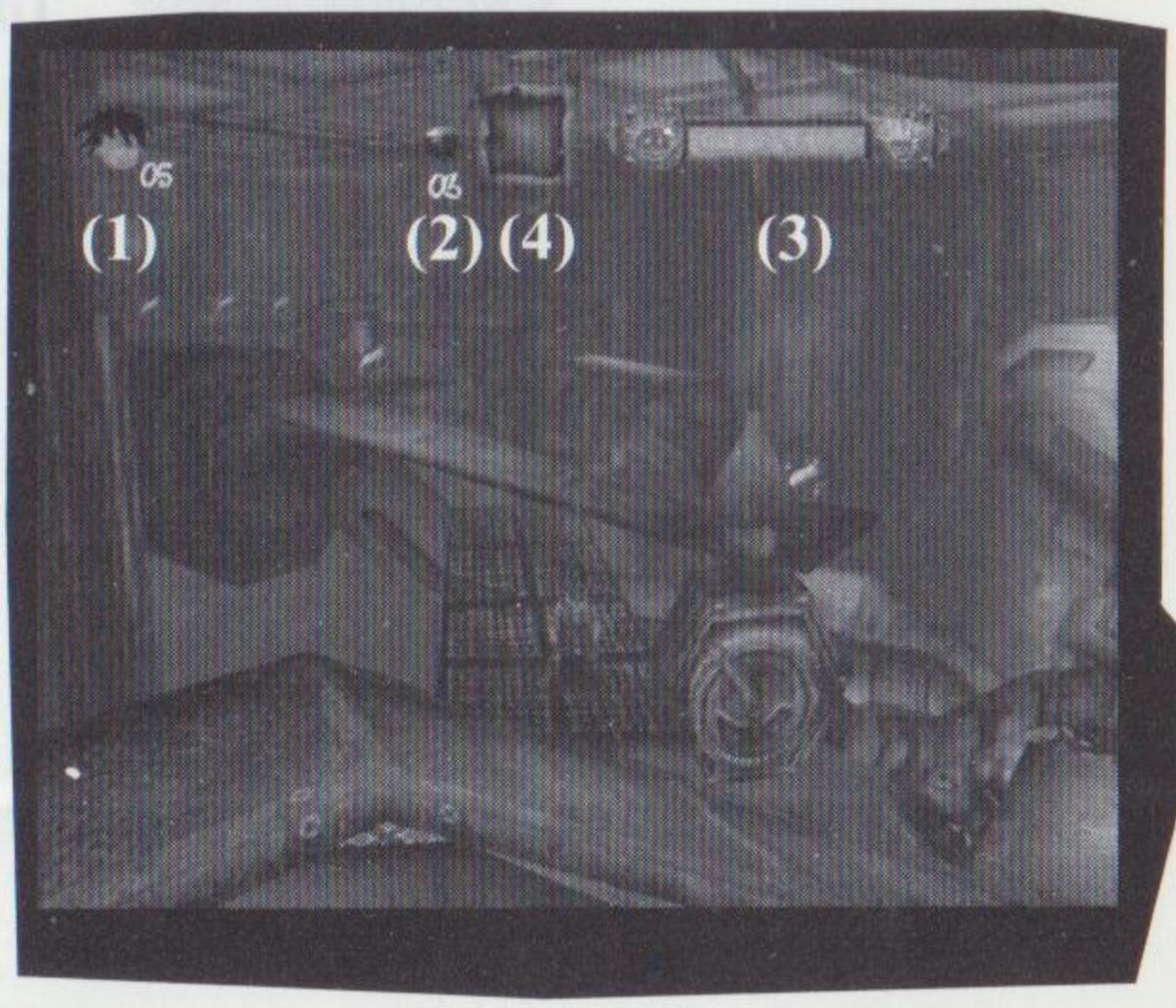
THE GAME SCREEN

(1) Cyprien's Head : indicates both Cyprien's state of health and the number of 1'up bonuses accumulated

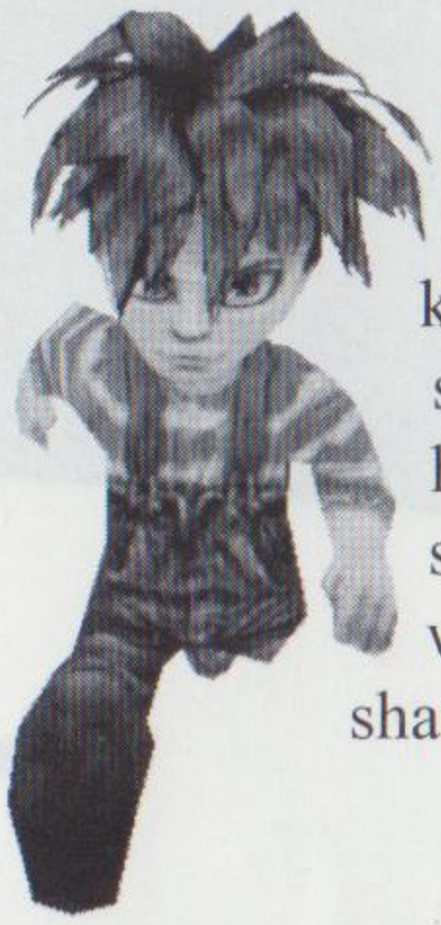
(2) Object: this icon displays the object selected in the inventory (Cf. The Objects of the Adventure and the Inventory).

(3) SuperCyp's Gauge: this gauge indicates the number of SuperCyp bonuses you have collected. The fuller the gauge, the more time you can spend in SuperCyp mode. But watch out! The gauge diminishes constantly, even when you're not in SuperCyp mode (Cf. SuperCyp).

(4) Slingshot projectiles: this icon shows you the type and number of projectiles you have in your slingshot (Cf. The Buddies' 4 Powers).



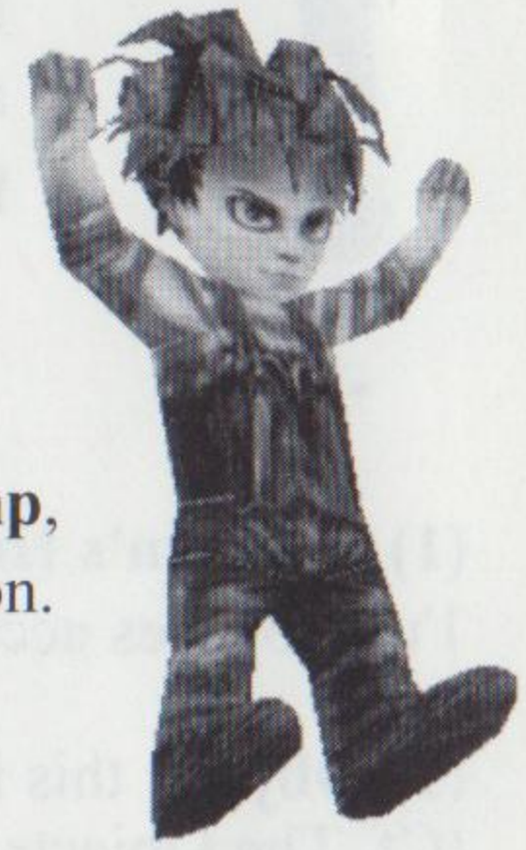
Cyprien:



Cyprien is neither an easy nor a difficult child, but it's hard for him to bear the absence of his parents, who were both killed on his birthday. Perhaps it's because of this that he feels somewhat responsible, even though their death has forced him to grow up more quickly than expected, and not necessarily in the best possible way. Under these conditions, it's no wonder that Cyprien has chosen to cut himself off, unable to share his suffering.

Cyprien's Basic Movements:

To move Cyprien,
shift the left analog stick
in the direction of your choice.

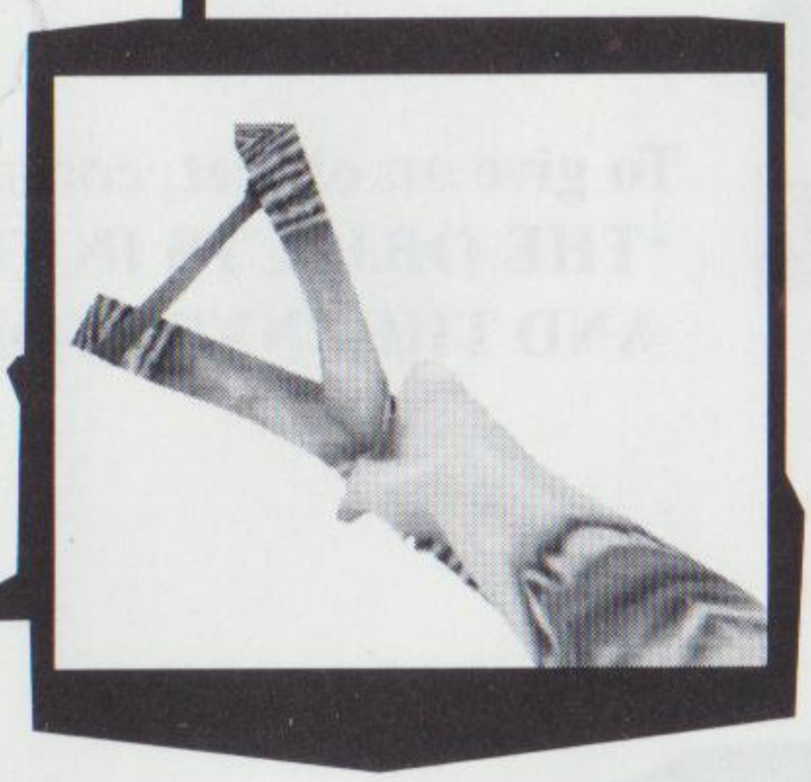


To make Cyprien jump,
use the ⊗ button.

To make Cyprien cling to the edges of most walls, jump towards the wall using the left analog stick. Cyprien clings on automatically. To make him climb, shift the left analog stick upwards or press on the ⊗ button.

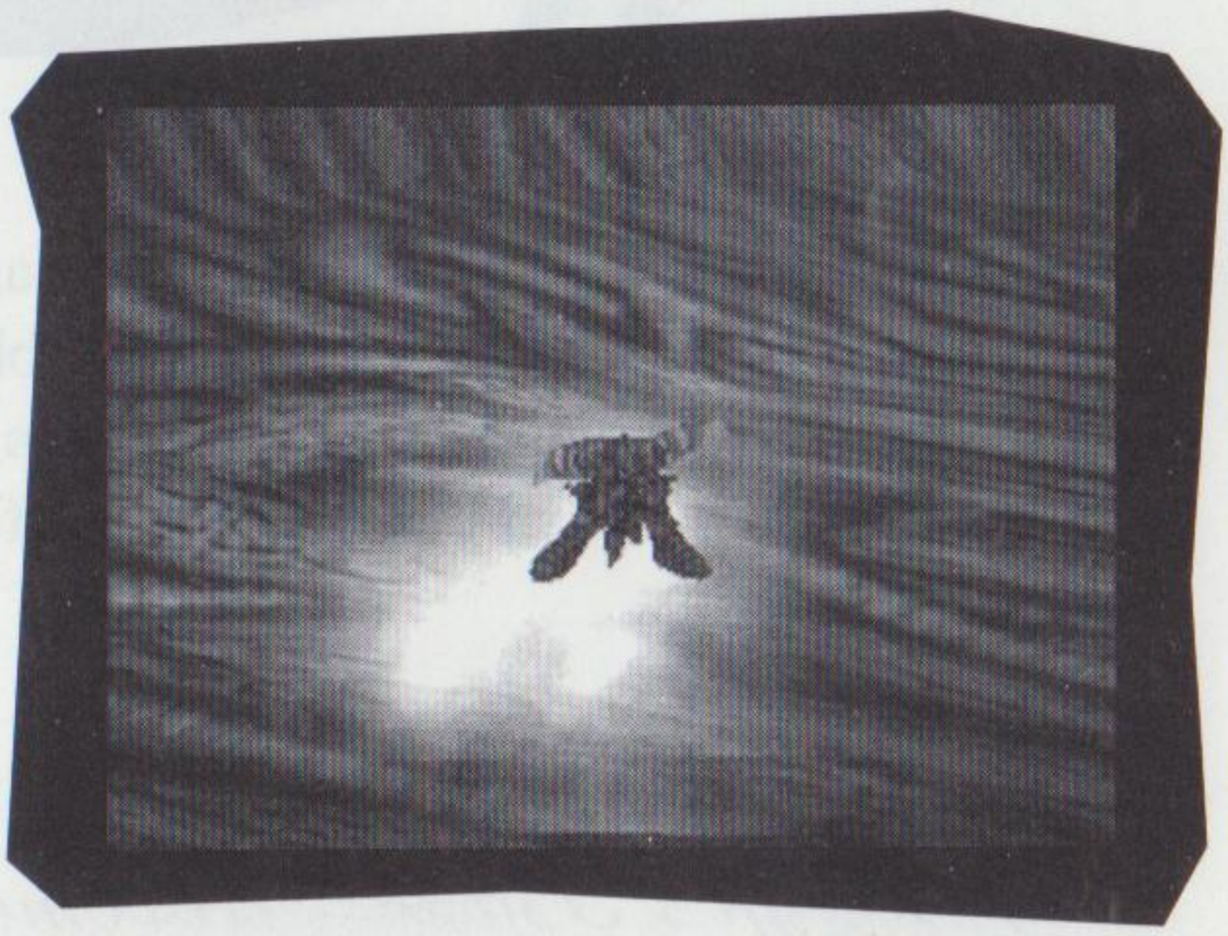
To transform him into SuperCyp, press simultaneously on the ▢ and ⊗ buttons.

Cyprien's Attacks:



To shoot the slingshot in normal view, press on the ◉ button.

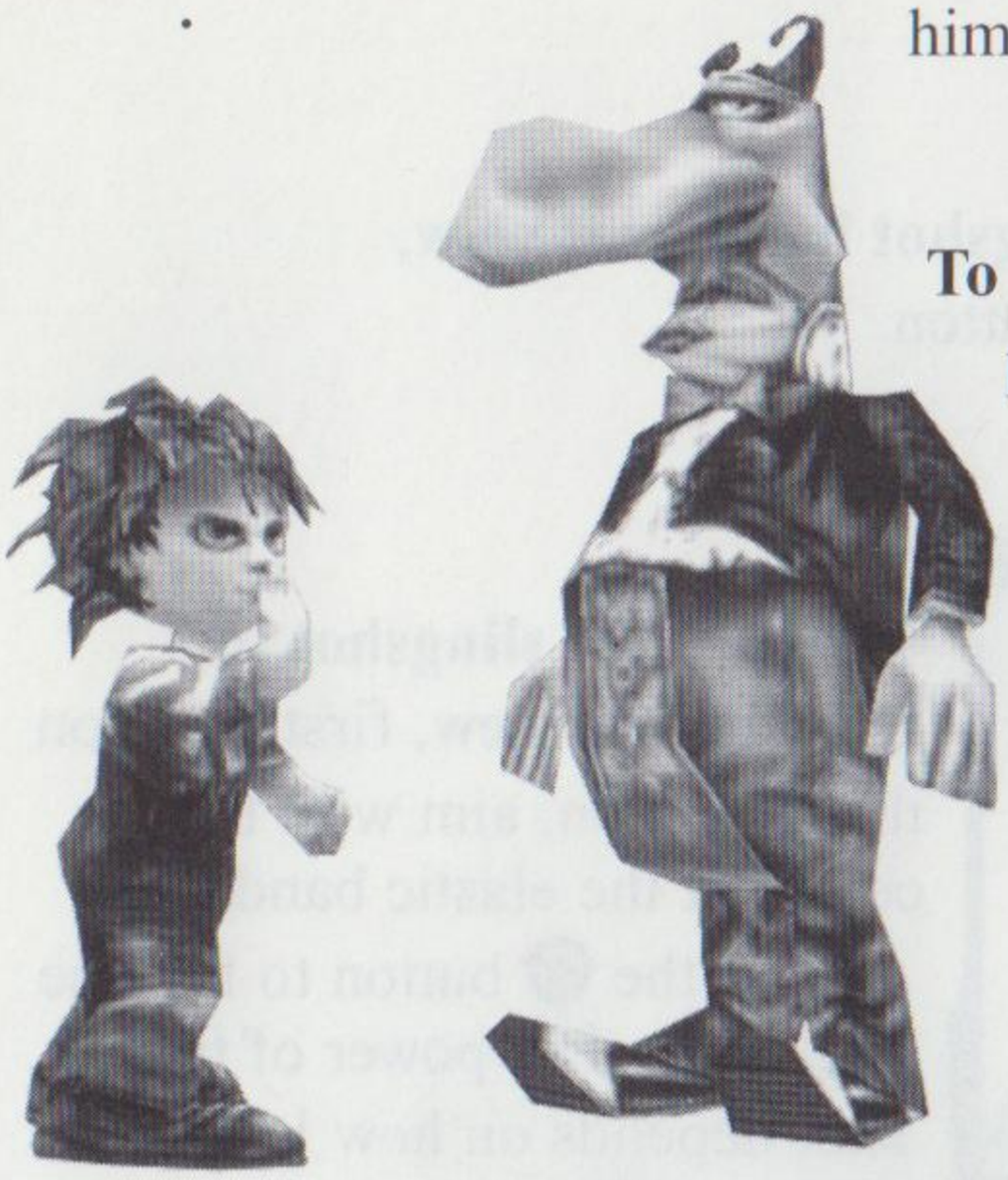
To shoot the slingshot in first-person view, first press on the △ button, aim with the centre of the elastic band, then release the ◉ button to fire the projectile. The power of the shot depends on how long you press the ◉ button.



To use Cyp's Rodeo Attack, press the ▣ button while he is jumping.

Cyprien's characteristic actions:

To climb along roots or ladders, jump towards the wall using the left analog stick. Cyprien clings on automatically. You can then move him around using the analog stick. To unstick him, press on the ⊗ button.



To speak to an interactor, place Cyprien near him and press on the ▣ button (action).

To use a mechanism, place Cyprien near it and press on the ▣ button or activate it with a projectile from the slingshot.

To give an object, consult the section on **'THE OBJECTS IN THE ADVENTURE AND THE INVENTORY'**.

SuperCyp :

As everyone knows, in reality Cyprien has a dual identity. He can transform himself into a true warrior with formidable powers and infinite strength. This is when SuperCyp pops up. SuperCyp has a savage desire to fight and destroy anything that moves, and he can also perform feats of physical prowess that defy the laws of gravity.

SuperCyp's Basic Movements :

To move SuperCyp, use the left analog stick.

To make SuperCyp jump, press on the ⊗ button (default control).

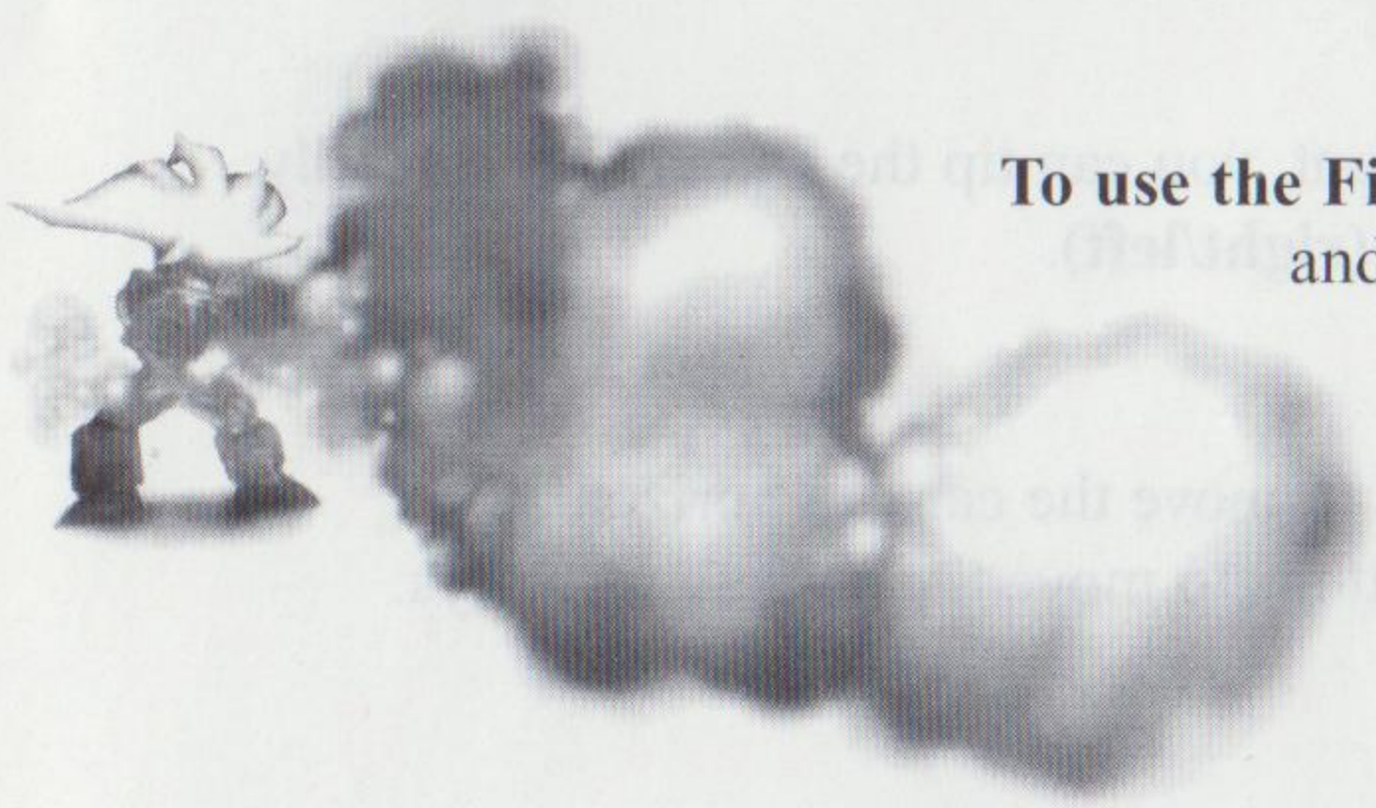
To use the **'flap flap'**, press the ⊗ after a jump.

To transform him into Cyprien, press simultaneously on the ▣ and ⊗ buttons.

Please Note: you cannot be SuperCyp indefinitely. You must always have SuperCyp bonuses in your possession. A gauge showing the number of SuperCyp bonuses that remain, before you transform back to Cyprien, helps you manage this parameter effectively. The gauge runs down progressively, even if you aren't in SuperCyp mode!!

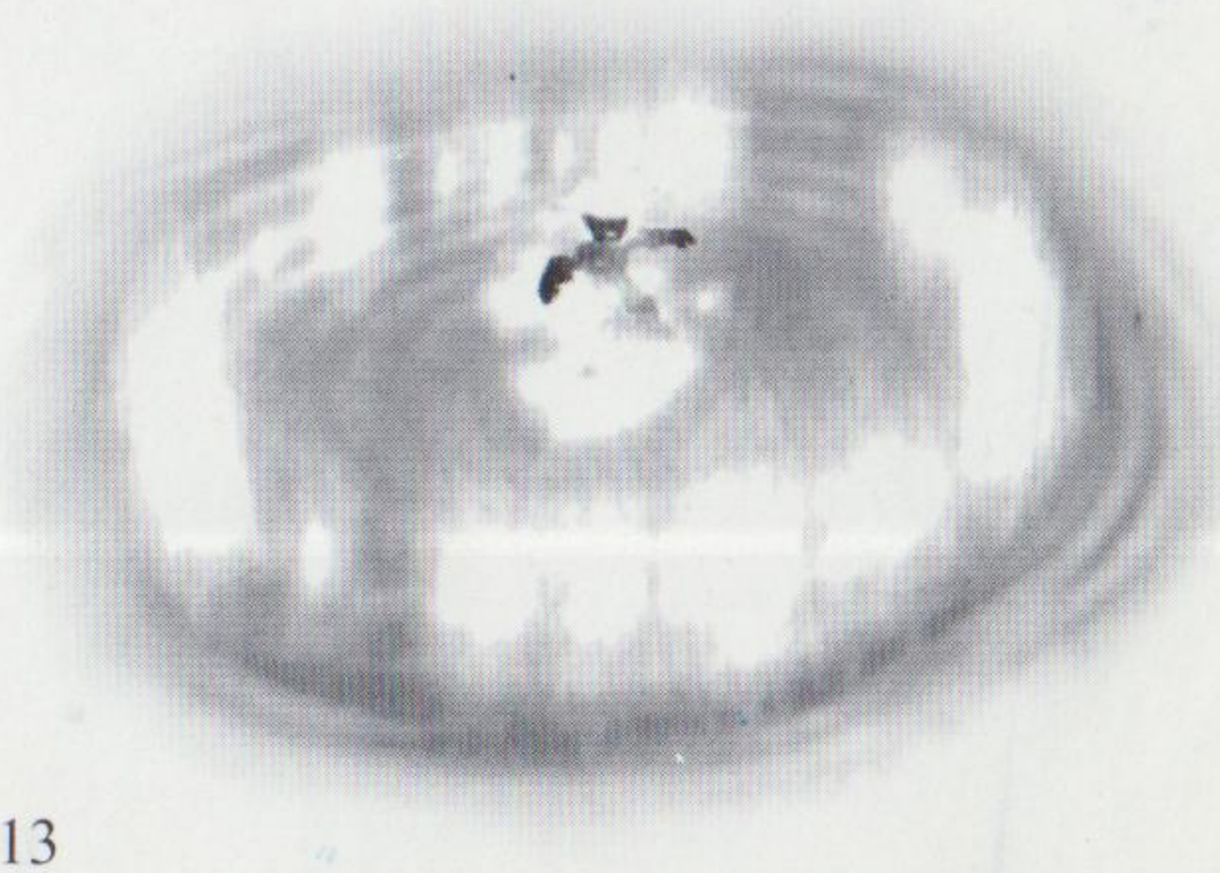
SuperCyp's Attacks:

To use the Death Ray, press the △ button and keep it pressed down until the Ray is formed.
Cost in SuperCyp bonuses: low.
Damage: extensive.



To use the Fireball, press the ◎ button and keep it pressed down until the ball is the size you want, then release the button to fire the projectile. Cost in SuperCyp bonuses: low, free; high, considerable.
Damage: minor, weak; great, extensive.

To use the Rodeo Attack, you must press the ▣ button (default control) while you are in flight.
Cost in SuperCyp bonuses: none.
Damage: slight.



To make SuperCyp Charge, press the ● button (default control) when you are at maximum speed. Cost in SuperCyp bonuses: high. Damage: average.

Camera Settings :

To improve your spatial judgement, you can tip the camera horizontally **(up/down)** and turn it sideways **(right/left)**.

- Use the **'L1'** and **'R1'** buttons to move the camera horizontally.
- Use the directional buttons buttons to move the camera sideways.

Please Note: to instantly reset the camera behind the character, press on the L2 button or simultaneously on the 'L1' and 'R1' buttons.

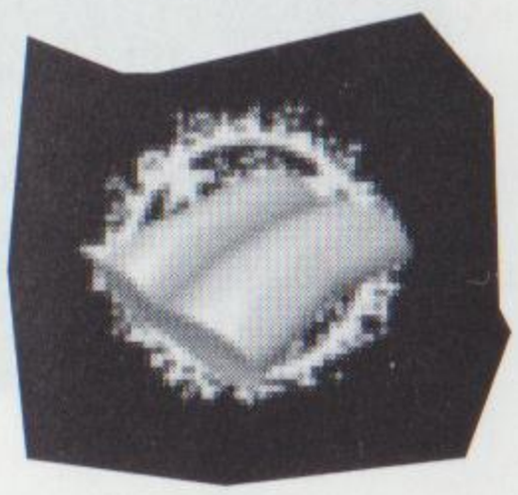
THE BUDDIES' 4 POWERS

There are 4 extra powers given by each of Cyprien's 4 buddies as the adventure progresses. To select the Buddy Attack you want from those available, use the Left and right directional buttons (at the start of the game, you have no Buddy Attacks).

Vincent's Attack:

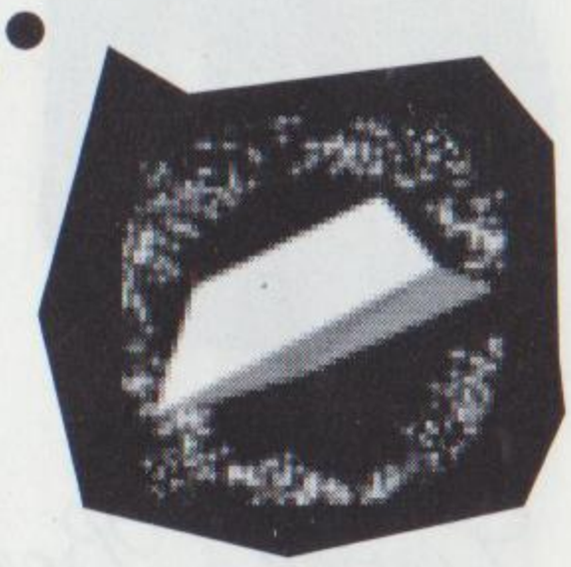
Using Vincent's magic seeds, Cyprien can imprison his opponents in a powerful paralysing gas, or else, if the ground is suitable, sow a seed that grows at a stunning rate, creating a **'lift plant'**.

Jocelyn's Attack:



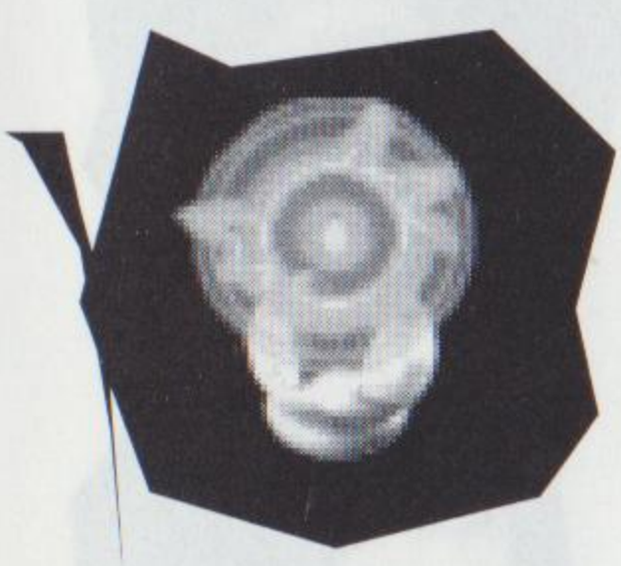
By shooting Jocelyn's sweets with the slingshot, Cyprien can imprison his opponents in sticky bubbles of chewing-gum. For a certain period of time, Cyprien can steer the bubble and the interactor around (which could indirectly help him activate switches or push certain objects).

Steve's Attack:



This flying projectile can be used to activate mechanisms hidden in the décor or to destroy characters silently and discreetly from afar with great precision.

Dave's Attack:



Force field generators are technological marvels. You shoot them at the ground and Cyprien can then protect himself by going inside. There are also specific places where these generators can be used to create temporary platforms. These are zones that are normally lethal for Cyprien (lava lakes, the interstellar vacuum, unfathomable shadows, etc.).

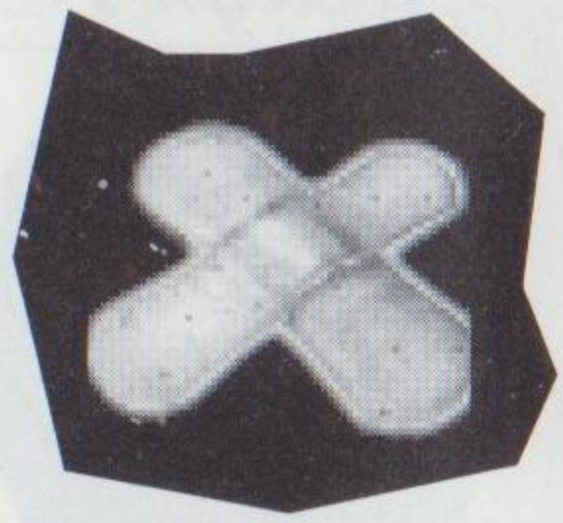
THE BONUSES

SuperCyp Bonuses:

These bonuses enable the player to turn into SuperCyp. When no more are available, or when the gauge gradually runs out, SuperCyp automatically transforms back into Cyprien again!

Healing Bonuses:

These bonuses exist in two varieties (light and medium). They enable the player to recover his energy.



1'up Bonuses:

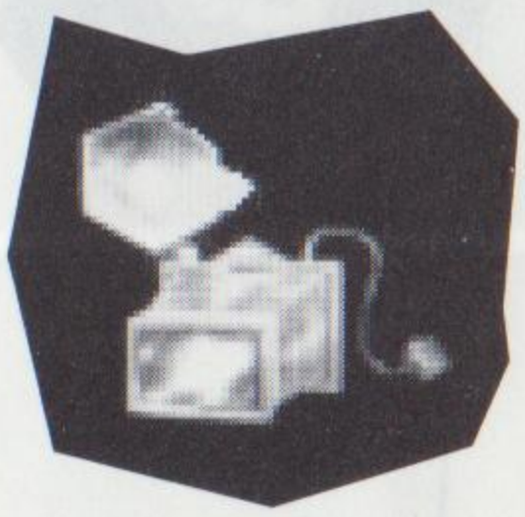
These bonuses increase the player's number of lives by 1.

Lenny's Bonuses:

Depending on how many you find, these bonuses allow you to recover energy or even extra lives at the end of a level. Note that, once you have left an island, these bonuses reappear and allow you to improve your score later on.

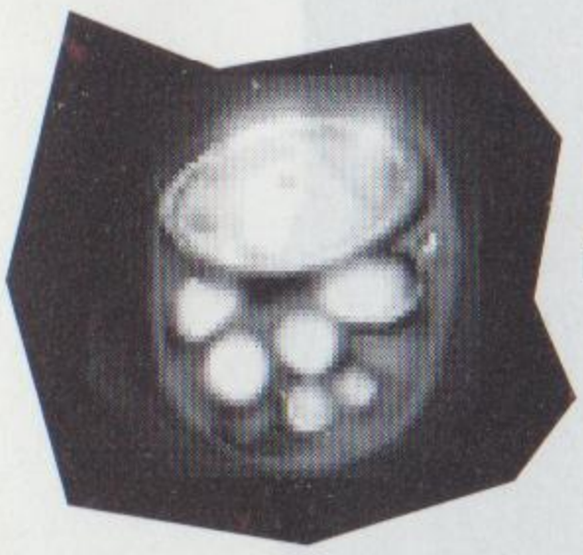
Camera bonuses:

These bonuses are needed to save Cyprien's progress through the game. Wilbur takes a photo of our hero with the camera and saves his progress to memory card (8MB) (for PlayStation®2). But first of all you have to find Wilbur!

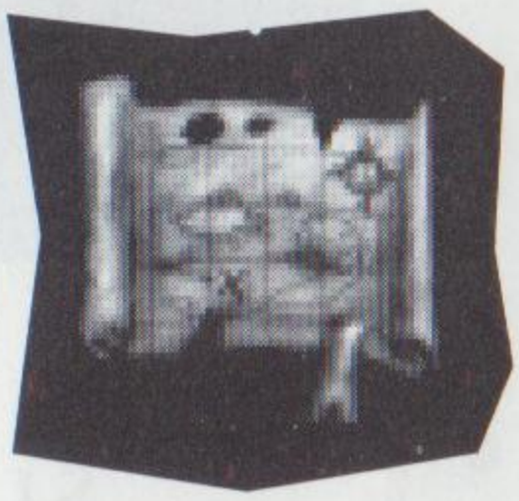


THE OBJECTS IN THE ADVENTURE AND THE INVENTORY

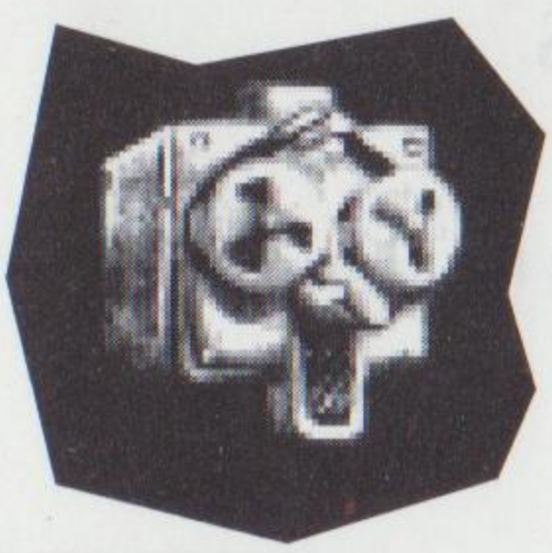
During your voyage on the sea of Undabed, you will have to find objects that are important for the next step in the adventure. Whenever you pass over them, these objects will be placed automatically in your inventory (accessed by pressing the **'Start'** button). They disappear after use. The objects are mainly used to unblock certain passages. Here are a few examples:



With this butterfly net filled with fireflies, Cyprien can go into dark and dingy places.



The Folk Navigatór map, a remnant of the old world, conceals information that is very useful to the one who knows how to read it.

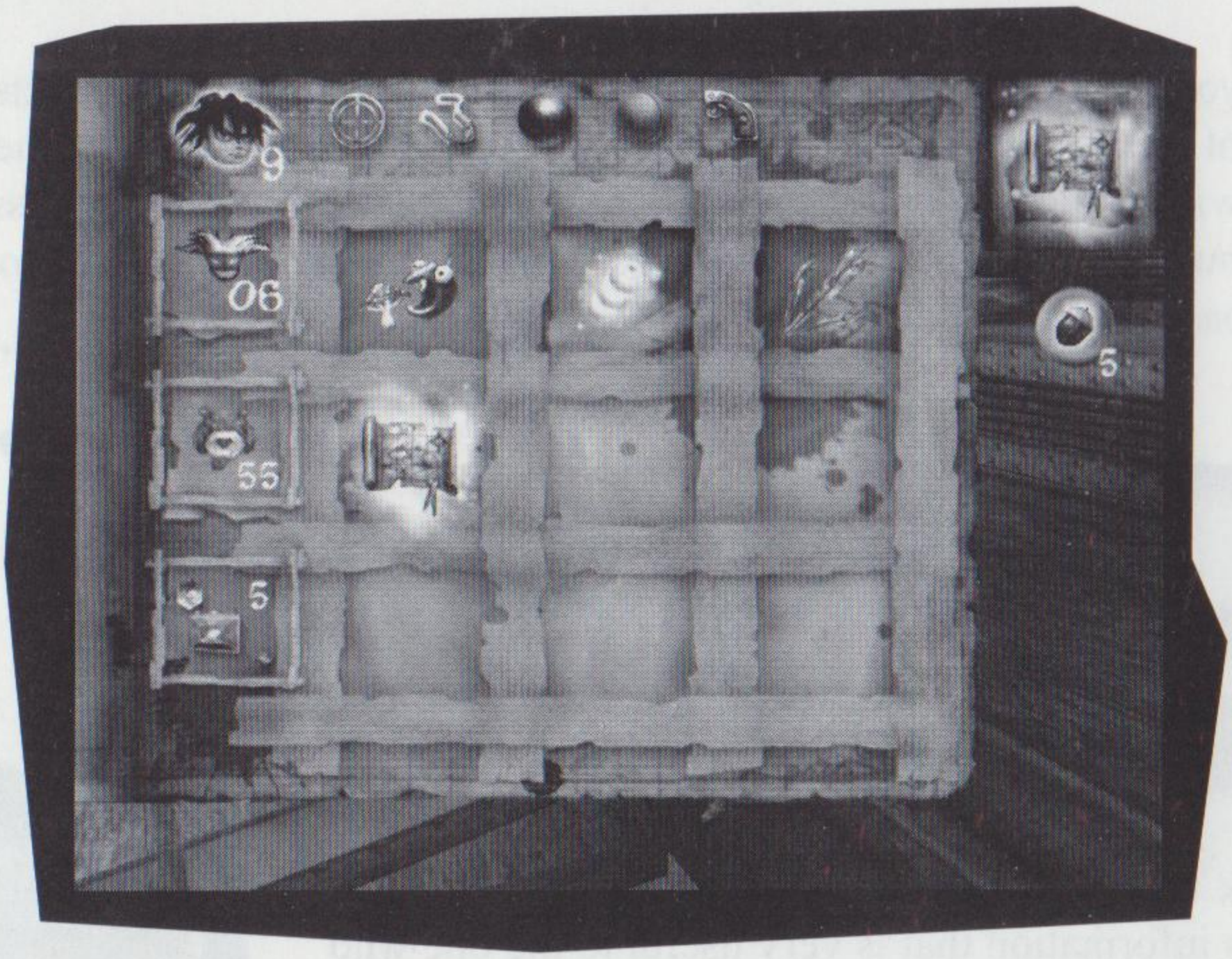


This strange mechanical object is capable of automatically repeating everything it hears.

There are two kinds of object to find: those which activate part of the décor or another object (doors, windows, conduits, earthenware dogs, etc.) and those which you have to deliver to a character.

To define the object you have in your hand – that is, the object you will present to an interactor or use by touching the ■ button – select the inventory page by pressing the **'Start'** button during the game, then place the selection cursor on the chosen object and press the ■ button. The object will become your selected adventure object.

When you have the object in your hand, press the ▣ button to activate part of the décor or another object. If it is an object that has to be given to another character, all you have to do is keep the object in your hand and move towards the character in question. A cinematic will then be activated automatically.

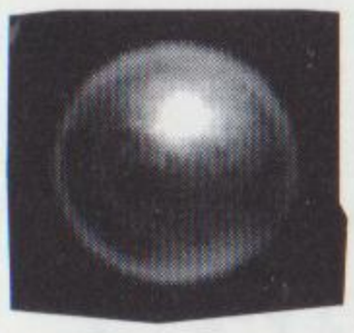


SLINGSHOT UPGRADES

Five **'improvements'** to Cyprien's slingshot have been lost in the world of the sea of Undabed. It's up to you to find them ...

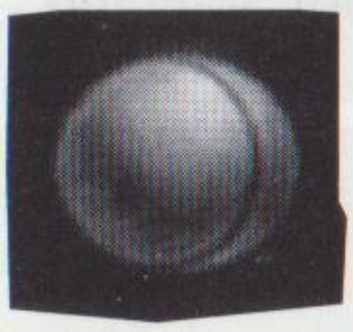
The Telescopic Sight:
Used to facilitate ballistic firing.

The Super Elastic:
Increases firing range.



The 'Lead Marbles':
Increases the power of the projectile.

The Rapid Fire Fist:
Increases the rate of fire.

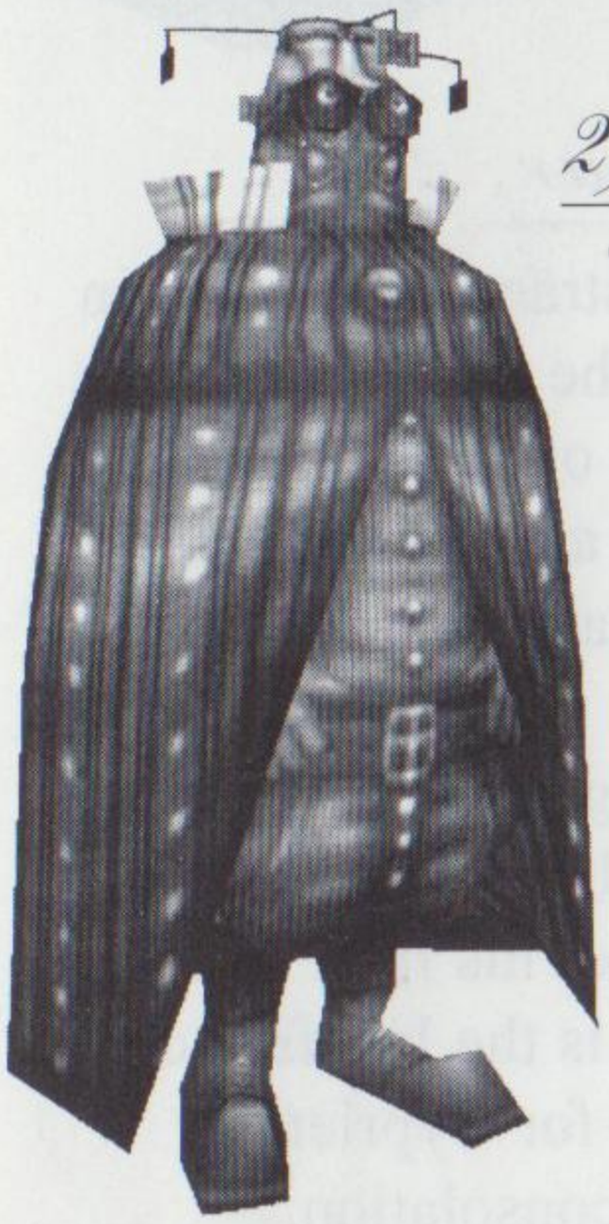


The Rubber-Coated Marbles:
They bounce off surfaces.

The Peoples of the Sea of Undabed

1) The Demis:

Inhabitants of the Island of Demi, the Demis have the distinctive feature of being cut in two. They are well-known for their lack of gumption, and they believe that their condition was caused by a curse and that only the great Zipette can reunite them. Of course, this is completely untrue.



2) The Folks:

The Folk live in Folksville, a gigantic floating city, and they move around on umbrella boats made of cloth that's so tough it can withstand any kind of bad weather. Above all, the Folk are looking for a place where they can live in peace, far from the hegemony of the Sea-sewers (Cf. Sea-sewers) and all the problems they cause. However, despite the legitimate existence of danger, the Folk are excessively fearful and paranoiac.

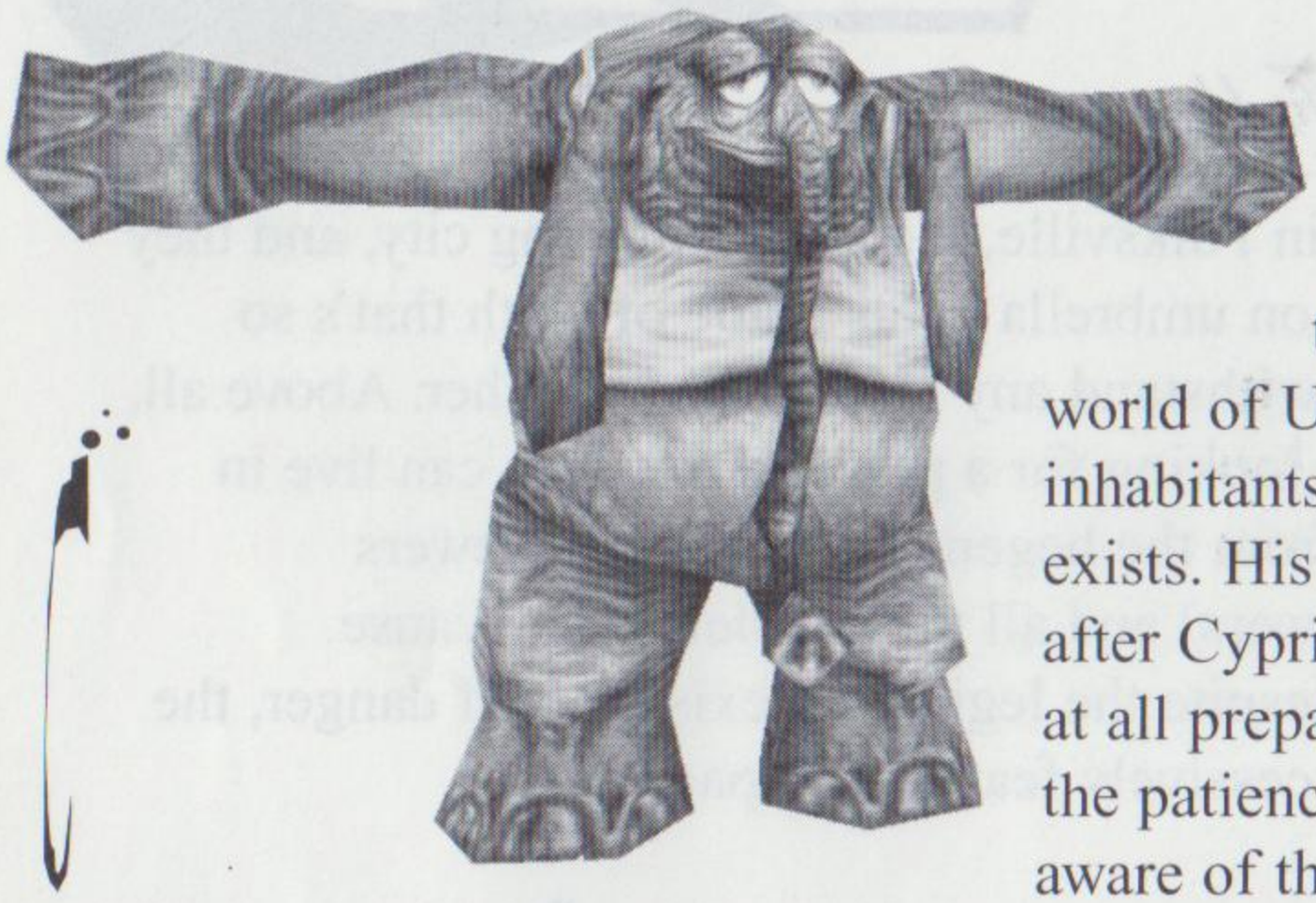
3) The Flyers:

The Flyers are the only survivors from the former city that was engulfed by the tidal wave which gave birth to the sea of Undabed. They live on an enormous flying city called Flyville. These aerobatic aces have very little information about their origins and they fly over the surface of the sea without respite, searching for any little clue that will help them learn more.

Cyprien's Allies

1) Lenny:

Lenny is Cyprien's faithful companion and confidant. Even though he's not a bit like a sweet, ordinary teddy bear, he has virtues whose true worth Cyprien has yet to discover. Born into the great family of Teddy Bears, from an early age Lenny chose a life of adventure rather than the cushy existence of most of his cousins. He travelled through many countries and experienced a lot of thrilling and sometimes fantastic adventures before going into retirement at Cyprien side.

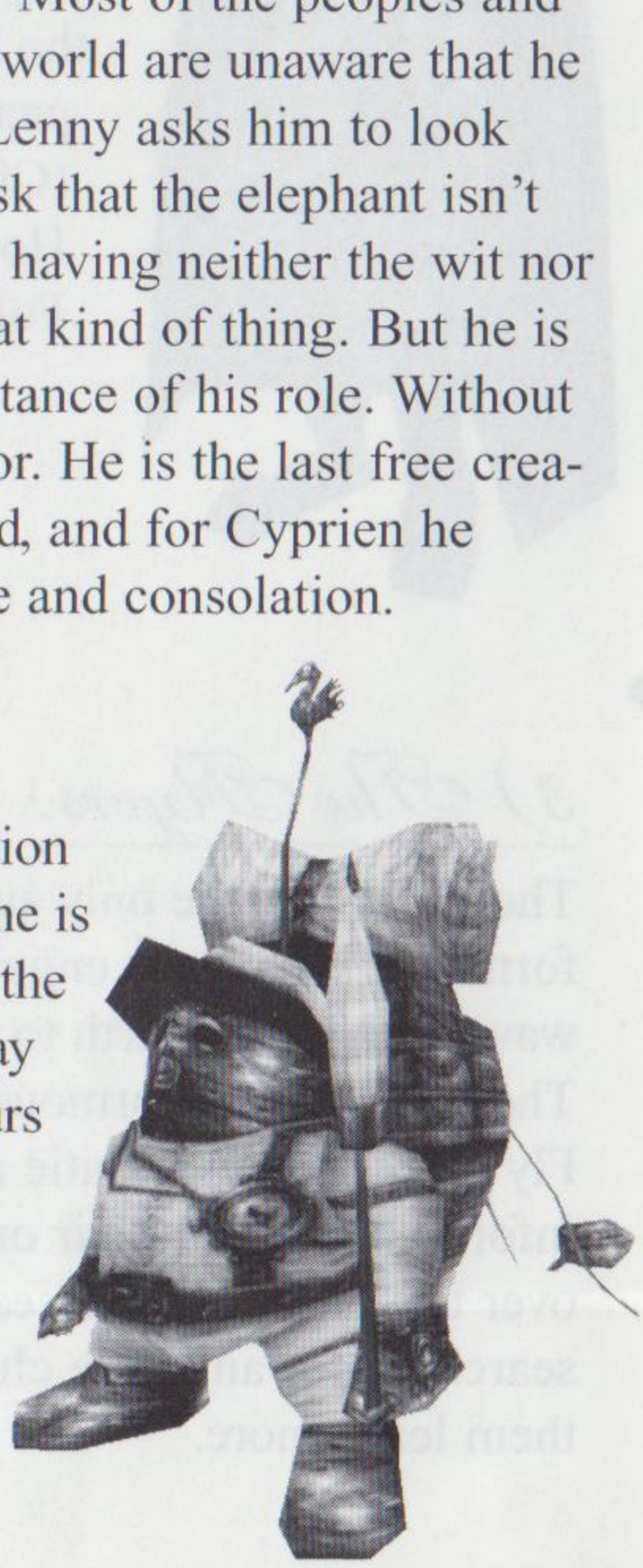


2) Wilbur:

Wilbur is a strange character in the sense that he lives outside the world of Undabed. Most of the peoples and inhabitants of this world are unaware that he exists. His friend Lenny asks him to look after Cyprien, a task that the elephant isn't at all prepared for, having neither the wit nor the patience for that kind of thing. But he is aware of the importance of his role. Without him, Undabed is done for. He is the last free creature who still remembers the world as it was beforehand, and for Cyprien he becomes an inexhaustible source of information, advice and consolation.

3) Dr Folk:

Dr Folk is undoubtedly the leading expert on the exploration and archaeology of Folksville. Like the Flyer storyteller, he is firmly convinced that the Folk and the Flyers come from the same people, whose former legendary city was swept away by the cataclysm which created Undabed. And so he scours the world, searching for evidence to support his theory.

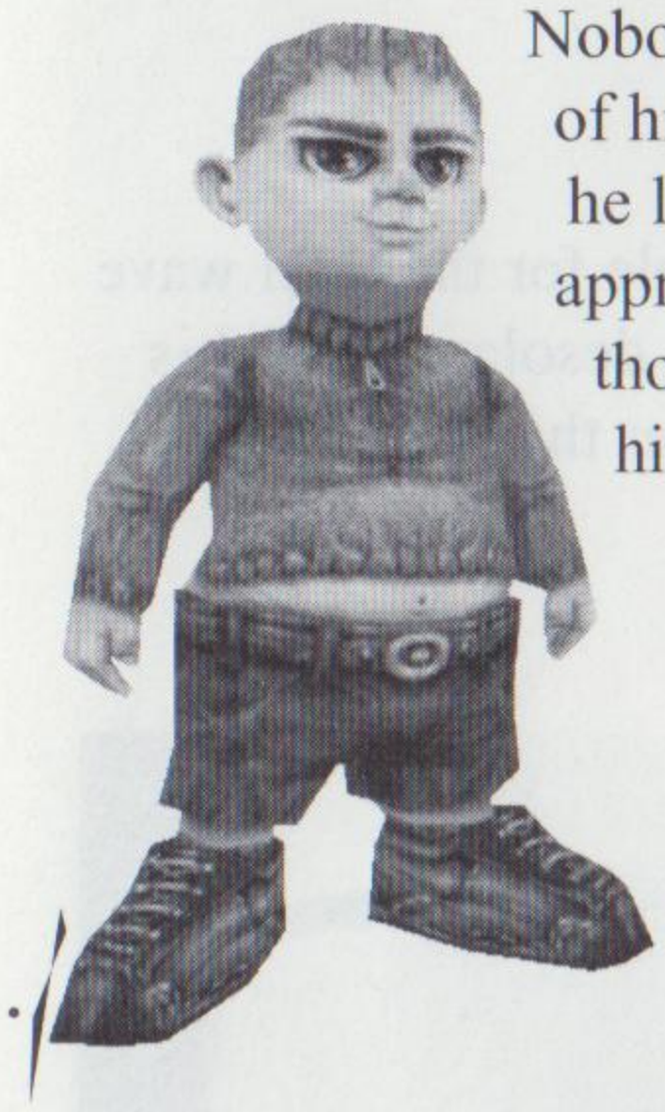


The 4 Buddies:

1) Vincent (aka Vince or Vinnie):

What's striking about Vincent is his calm and quiet manner. His buddies like him a lot and they envy his composure, no matter what he's up against. They also envy his rapid ability to transform his parents' absence into something positive: a respect for nature and animals.

2) Jocelyn (aka Joce):



Nobody could claim that Jocelyn's a greedy fat pig who only thinks of his gut. That would be underestimating his gut. For it's true that he likes eating, but he's not entirely devoid of taste. He can appreciate a nice boiled sweet as much as a good dinner and, though eclectic, his tastes are well-developed, which distinguishes him from a dustbin.

3) Steve (aka Stephos):

Steve is the class dunce. He's bursting at the seams with humour and never stops cracking jokes. This fledgling yobbo can make anyone scream with laughter and then – an instant later – exhibit a nonchalance worthy of a lïeutenant colonel. These two character traits make him very popular with the other kids and he's often taken for their boss, leading them all in their 'folly' (yuk! I hate that word! It sounds so well-mannered!).

4) David (aka Dave):

David's the archetypal lively little nipper – very athletic, but particularly reckless and obstreperous. He always goes around with loads of sporting gear, like his foam rubber nunchaku, which he's especially fond of.

CYPRIEN'S ENEMIES

1) The Master:

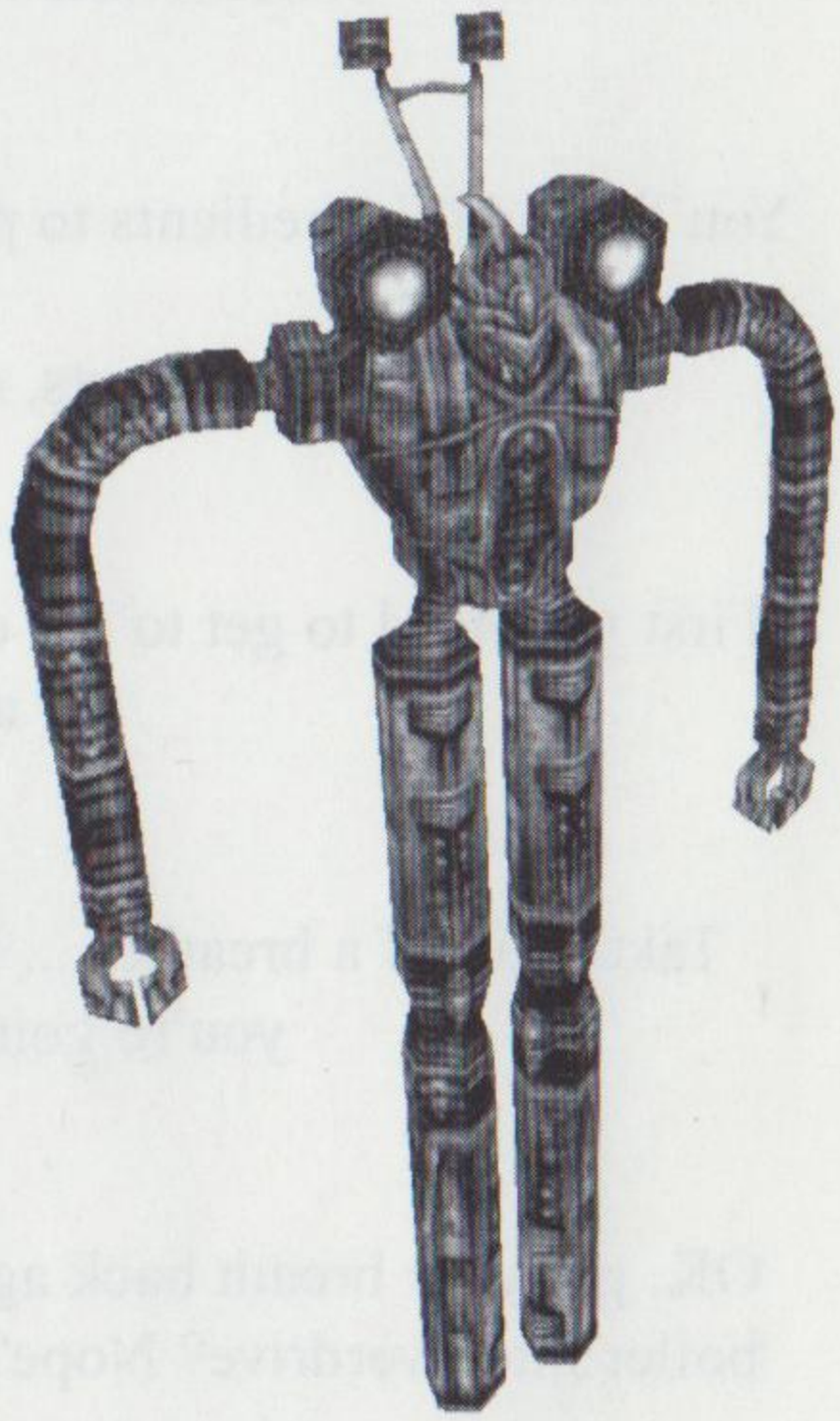
The Master is the big baddy in this adventure. He's responsible for the tidal wave that swept away the old world to create a dead sea, black and desolate. With his Sea-sewers and his magic powers, he holds constant sway over this universe and its inhabitants.

2) The Stagnants:

The Stagnants are a stupid, violent, filthy, slimy race of creatures. They count amongst those who were created by the catastrophe. The Master bred them to recoup the débris of the old world that floats on the surface of Undabed: the Stagnants take full advantage of this tremendous resource, retrieving and recycling the flotsam and jetsam. Most of their surroundings are made up of rubbish, and they constitute the Master's main army.

3) The Sea-sewers:

These droids, with their long legs, scour the sea of Undabed and, with their long arms, pick up anything they find on the water's surface to ensure that all trace of the old world disappears forever.



TIPS TO HELP YOU IN THE ADVENTURE ...

Only to be consulted if you're well and truly stuck!

1) The Demis' Island

The most important thing is to listen carefully to Wilbur ... and to practise Cyprien's and SuperCyp's different movements.

2) Vincent's Island

There must be a spider around here somewhere who knows a lot about the history of the island. Next, you'll certainly have to find a hidden net ...

3) Folksville

Only the Folk Captain knows what's wrong on the boat. You'll have to listen to him carefully and take notes, because – what with the Svötlas, the helm, the anchor and the navigator – it's a real shambles!

4) Jocelyn's Island

You'll need 4 ingredients to put the finishing touches to the recipe that sets Joce free from the fat Joce.

4 ingredients, several doors ... It should be a cinch!

5) Flyville

First you need to get to the cabin. That should be easy! But then ... well, that's another kettle of fish ...

6) Steve's Island

Take a bit of a breather ... Right, now look at the teacher and work out how you're going to get his pen. No joke, huh??

7) David's Island

OK, get your breath back again ... Better than that! Do you know how to put a boiler into overdrive? Nope? Well, I suggest you listen carefully to Dr Folk, in that case!

8) Loren Darith

Yeah, well ... what am I s'posed to say? You'll have to go into that tower sooner or later, won't you??

TECHNICAL SUPPORT

Online Support Options

Ubi Soft offers several online support options for their software products. One of these is our website at: http://www.ubisoft.co.uk/support/

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Please be as specific as you can be about the problem you are experiencing.

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You can also contact Ubi Soft Customer Support by phone or fax:

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Customer Services	01932 838230
Customer Services Fax	01932 838274/275
Hours:	Monday through Friday 8.00am – 11.00pm GMT
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Wilbur : Patrick Préjan
Dr Folk : Denis Boileau
Jocelyn : Patricia Legrand
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David : Annabelle Leroux

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Patrick Charpenet, Franck Fesquet, Philippe Remondière, Sam Souibgui, Luc Lefebvre, Laurent Paigné, Fabien Deleval, Homer, Pico and Minou, and the other members of IN UTERO, their families for their help and support

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